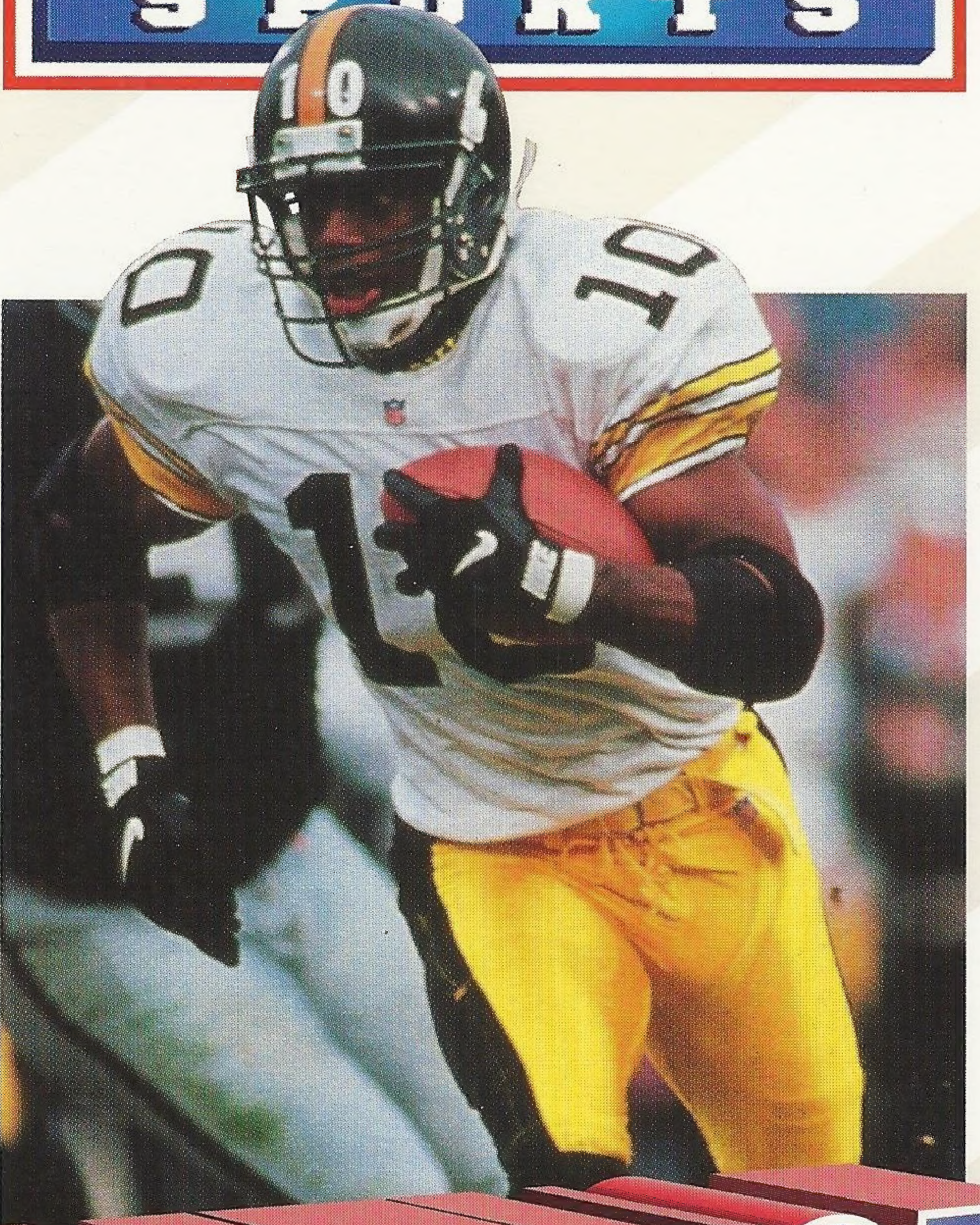


SEGA®



NFL'97



PLAYERS INC.



SEGA SATURN™

81111

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

CONTENTS

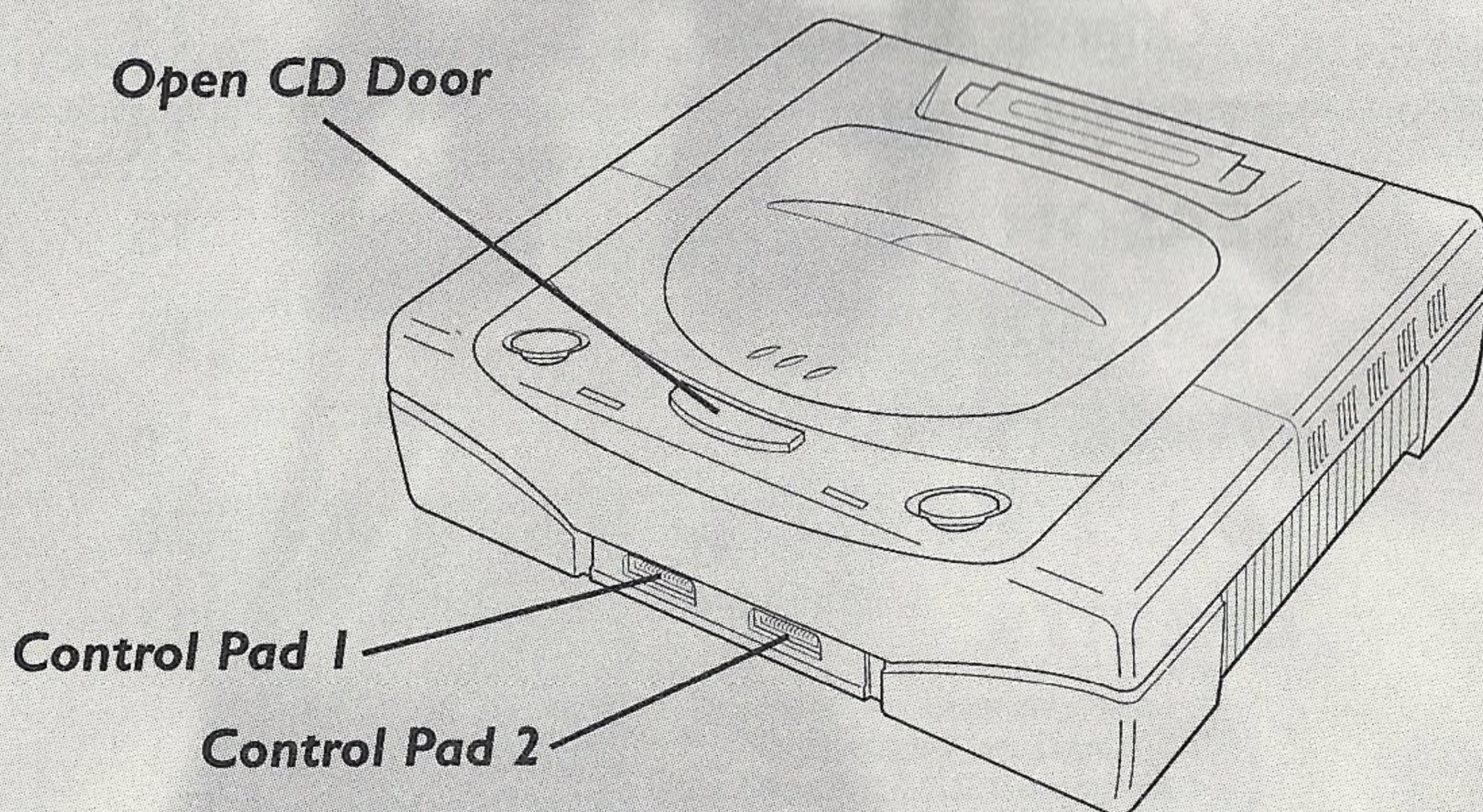


GETTING STARTED	2
INTRODUCTION	3
CONTROLS	4
Special Teams - Kicking	4
Before the Snap - Offense	5
After the Snap	6
Instant Replay	7
GAME MENU	8
GAME OPTIONS MENU	9
Settings 1 Menu	10
Settings 2 Menu	11
Settings 3 Menu	11
Markers Menu	12
PENALTY OPTIONS MENU	12
TAKING THE FIELD	13
SELECTING PLAYS	
Offense & Defense	14
STATS MENU	14
SEASON	15
PLAY EDIT	16
PAUSE MENU	18
HALFTIME STATS	20
CREDITS	21

GETTING STARTED

1. Set up your Sega Saturn System[®] as described in its instruction manual.
2. Place your NFL '97 disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, open the CD drive door, or perform a soft reset during the Title Loop to reach the CD Control Panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



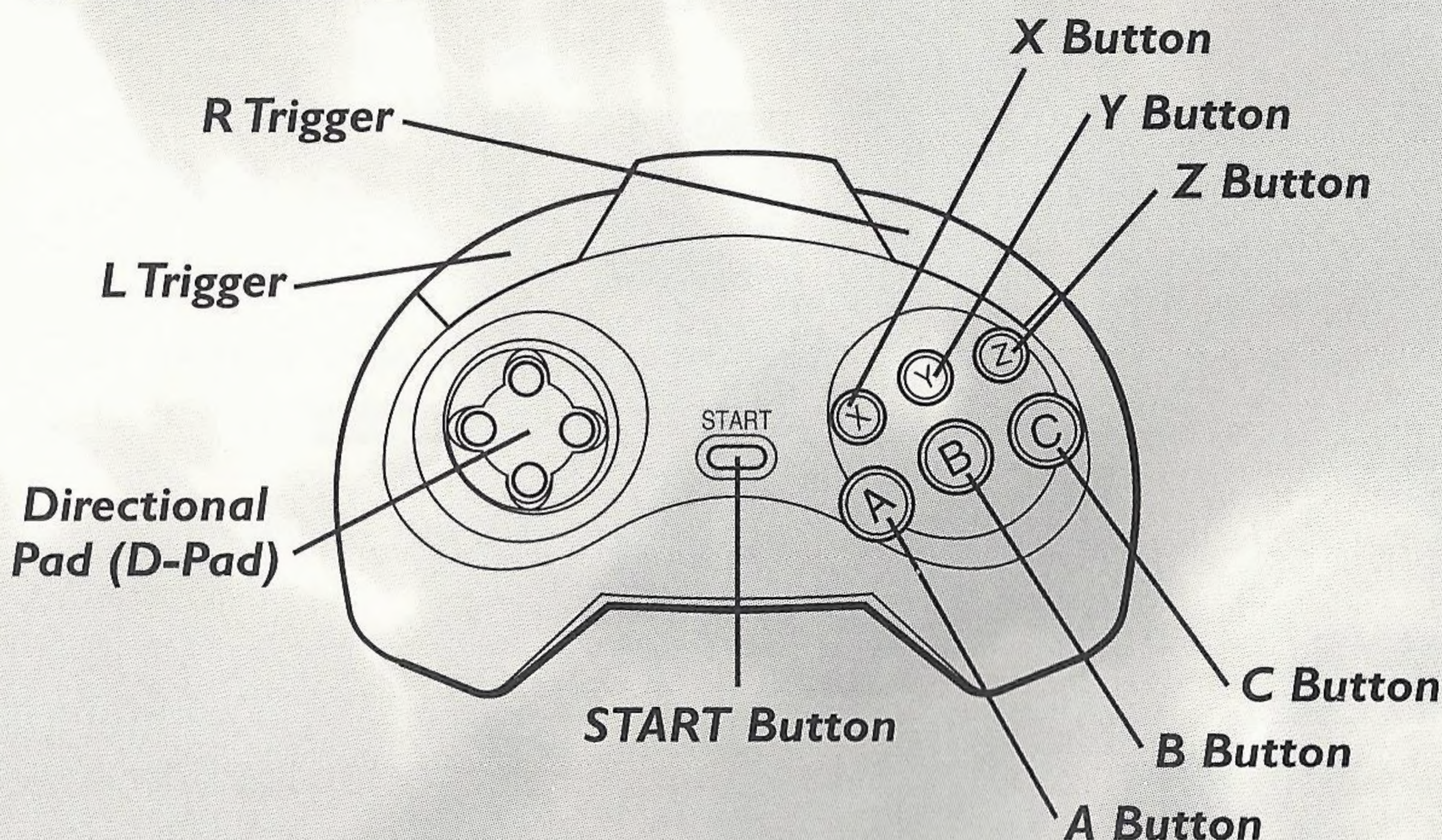
NFL

'97

*YOU
MAKE
THE
CALL*



CONTROLS



The following is a list of offensive and defensive controls for NFL '97.

START

Calls up the pause window

SPECIAL TEAMS - KICKING

You have the ability to control the distance and direction of punts and kick offs and field goals. Press the B Button to launch the arc meter and press the B Button again when desired distance is reached. You can then, using the D-Pad, control the direction of the ball.

B Button

Set the kicker in motion and start the kick arc meter. Press again to set power of kick.

D-Pad

Aim the path of the ball (even after the power is set)

L Trigger

Zoom in (before the snap)

R Trigger

Zoom out (before the snap)

**L and R Triggers +
D-Pad**

Adjust the camera angle and height before the snap

BEFORE THE SNAP - OFFENSE

B Button	Snap the ball
A Button	Select audible (then press the A, B or C Button to select play)
Y Button	Assign third (Y) receiver (tap repeatedly to toggle to available receivers)
C Button	Call a fake snap (beware of a false start)
L Trigger	Zoom in (before the snap)
R Trigger	Zoom out (before the snap)
L and R Triggers + D-Pad	Adjust the camera angle and height before the snap. The angle you set will be saved for the following plays until a turnover.

Offense Receivers (Co-op mode)

B Button	Toggle to next available receivers
L Trigger	Backwards toggle to previous receiver

Defense

D-Pad	Move controlled player
B Button	Toggle to next defender
L Trigger	Backwards toggle to previous defender
R Trigger	Toggle to next defender



AFTER THE SNAP

Note: If you do not take control of the quarterback during the play, he will run the play automatically. To take control of him, simply press the D-Pad in any direction. To control him after the snap, hold the D-Pad in any direction before snapping the ball.

Offense Passing

You have three potential receivers available on every pass play (X and Z, with the optional receiver being Y). To throw to a particular receiver, press the corresponding button on the Controller.

When passing, tap the button for a bullet pass and hold the button for a lob pass.

D-Pad	Move controlled player
B Button	Pump fake
X Button	Pass to X receiver
Y Button	Pass to the assigned Y receiver
Z Button	Pass to Z receiver
L Trigger	Throw ball away to left
R Trigger	Throw ball away to the right

Receiving

D-Pad	Move controlled player
B Button	Turn to catch (increases chances of catching ball)
A Button	Speed burst
Y Button	Jump to catch
C Button	Dive

Running

D-Pad	Move controlled player
B Button (QB behind line of scrimmage)	Pitch/handoff if running back is within range
B Button (beyond line of scrimmage)	Spin
A Button	Speed burst
Y Button	Hurdle
C Button	Dive

Offense Co-op Receiver (non ball carrier)

D-Pad	Move controlled player
B Button (ball beyond line of scrimmage)	Toggle to teammate nearest the ball
A Button	Speed Burst
Y Button	Jump
C Button	Dive

Defense

D-Pad	Move controlled player
B Button	Toggle to defender nearest the ball
A Button	Speed burst
Y Button	Jump to block
C Button	Dive
L Trigger	Toggle to nearest non-blocked defender
R Trigger	Toggle to nearest non-blocked defender

INSTANT REPLAY CONTROLS

L Trigger

Zoom in

R Trigger

Zoom out

D-Pad

Tilt camera UP/DOWN

D-Pad

Rotate camera LEFT/RIGHT

A Button

Tap for single-frame reverse/Hold for fast reverse

B Button

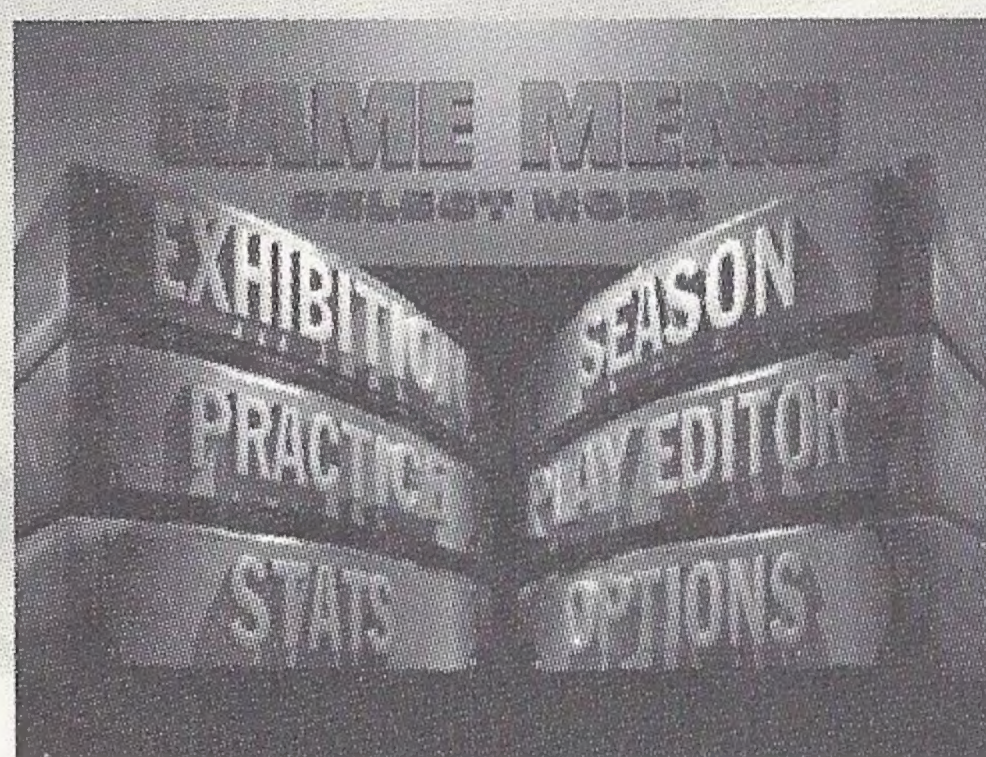
Press to play/Press again to pause

C Button

Tap for single frame forward/Hold for fast forward

GAME MENU

Here you can select to play an Exhibition game, start or continue a Season, run some offensive drills in Practice mode, view each team's Stats, design and edit your Playbook, and set the sound effects Options.



Exhibition

It's been a long summer. Now it's time to test out your rookies and see what kind of shape your pros are in.

Practice

Choose your team and run some drills with your offensive squad. Ideal for perfecting your old and new plays before a big game.

Stats

Preview any team's team and player stats, team schedules, play books, and the substitutions menu (where you can make your substitutions).

Season

Choose your team and play a full 16 game season on the road to the almighty Super Bowl. (You can also choose to play an 8-game or 4-game season, or go straight to the Playoffs.

Play Edit

Design and edit your own plays.

Options Menu

To make a selection, position the cursor beside an option, toggle the D-Pad LEFT or RIGHT to highlight your selection. Once you've completed your selection, press the A Button to begin the game or press the B Button to access the Options Menu.

Announcer Volume

Set the announcer volume to your desired level.

Referee Volume

Set the referees volume to your desired level.

Crowd Volume

Sets the crowd volume.

SFX Volume

How loud do you want those grunts, groans and bone crunching tackles?

Music Volume

Set the background music volume to your liking.

Credits

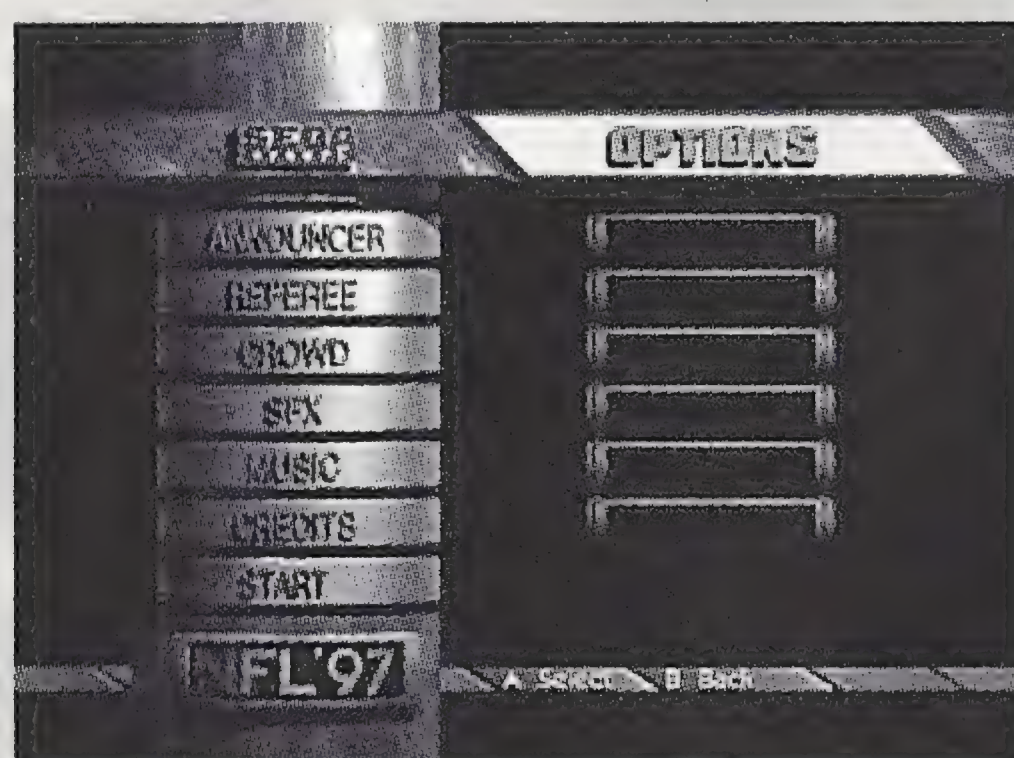
See the people responsible for bringing you today's game.

GAME OPTIONS MENU

You have four options to work with:

To make an options selection, position the highlight cursor beside an option and press the A Button to access that option's menu. The following is a brief description on each Options Menu.

To bypass this screen and begin play, press the A Button or select "Play Game."



Settings 1 Menu



Quarter Length

Choose to play 2, 5, 10 or 15 minute quarters.

Difficulty

What'll it be: Easy, Normal or Hard?

Speed

How fast do you want your players to be?

Human Effect

"Norm" bases the game on the player's stats and abilities.

Fumbles

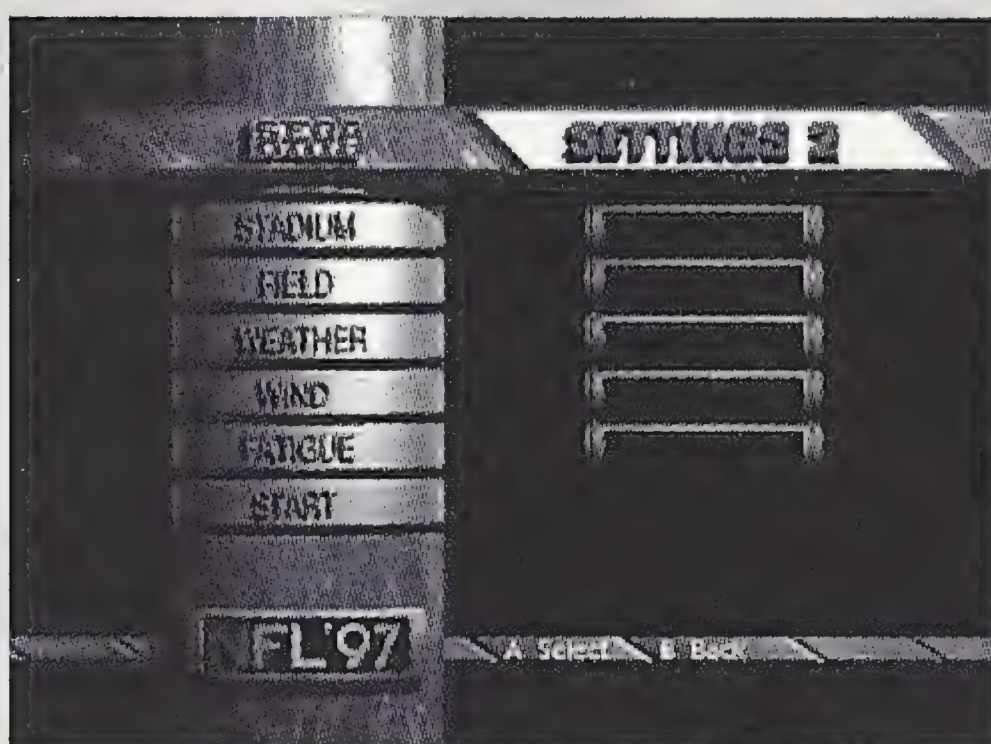
"High" bases the game on the your own playing ability.

Auto QB

Slippery fingers or hands like glue?

Who do you want to play QB? The computer or you? When auto QB is on, the QB will go as far as throwing the pass. If you select "Off", the QB will do everything but throw the pass.

Settings 2 Menu



Stadium Type

Single, Double, Horseshoe, Multi-purpose, Dome

Field Type

Play on Grass, 2-Tone, Turf, or Dome Turf.

Weather

Play in Rain, Snow, or Clear.

Wind

Play in Windy, Normal or Slight Wind conditions.

Settings 3 Menu



Controls

Customize or go with the default settings?

Play Book

Put your own set of plays in your Playbook.

Play Call

View your plays during the game via formation or by Run/Pass. Change this and look at the play call screen text.

View Team

Preview the stats on each team in today's game.

Create Team

Allows you to take players from other teams and build your dream a team.

Markers Menu

Scrimmage Marker

Play with or without scrimmage markers. These indicate where the scrimmage line is.

First Down Marker

Play with or without them.

Pass Marker

Lets you know the exact spot where the quarterback is going to throw the ball.

Coverage Marker

"ON" means the icons grow in size when the receiver is open.

"OFF" means the icons stay the same size at all times.

Penalty Options Menu

Here you can keep or turn off any of the penalties in the game.

TAKING THE FIELD

Choosing Teams

After choosing the Game Mode, you must choose the teams and set the game options. You can also choose who will be the "home" team and who will be the "away" team. To choose a team, use the D-Pad and press the A Button to enter your selection. Below you will see the team ratings for each squad.

Choosing Sides

To take control of your team, simply place the Controller on the side in which your team helmet appears. Leave the Controller icons in the center to watch the computer battle it out.

Setting The Game Options

Prior to each game you can set the game options to your own specifications. (For operating instructions see Game Options on page 9).

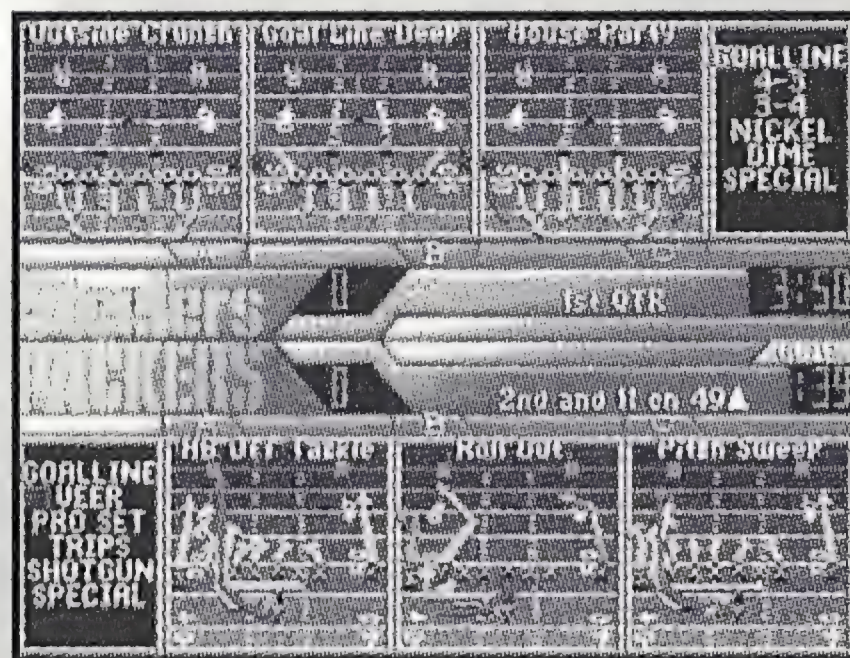
The Coin Toss

What'll it be: Heads or tails? Visiting team calls it. Use the D-Pad to highlight your choice and press the A Button to enter your selection. Depending on whether you won or lost the toss, choose the side of the field you wish to defend.

SELECTING PLAYS -

OFFENSE & DEFENSE

You have six offensive and defensive play sets to choose from. Each play set is designed to be used in specific instances, whether it be a goal line stand, a long bomb, or a punt situation.

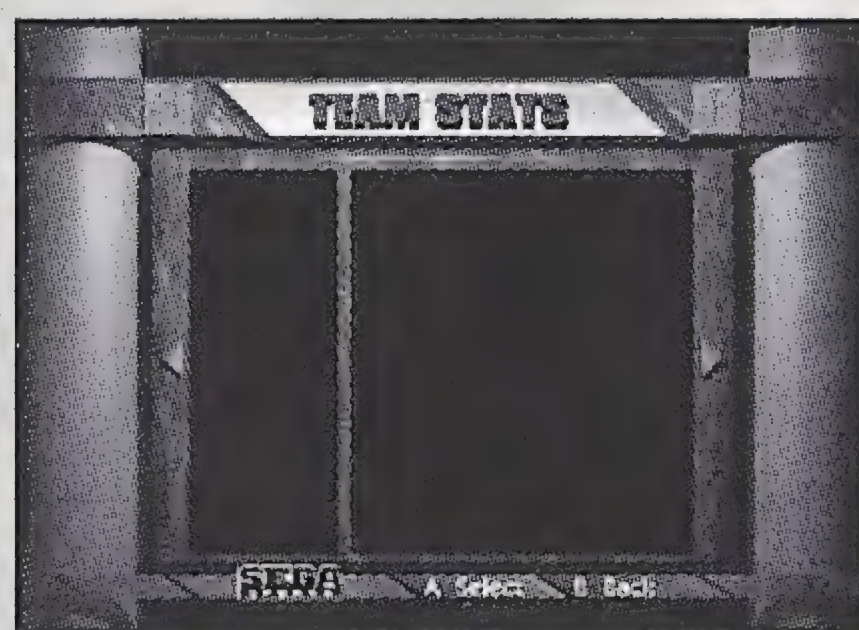


Contained in each play set is a selection of play formations. To select a play category, highlight the type of play design you wish to run by pressing the D-Pad UP or DOWN. To cycle through the various play formations within each category, press the D-Pad LEFT or RIGHT.

To call a play, press the button that corresponds with the play (A, B or C).

STATS MENU

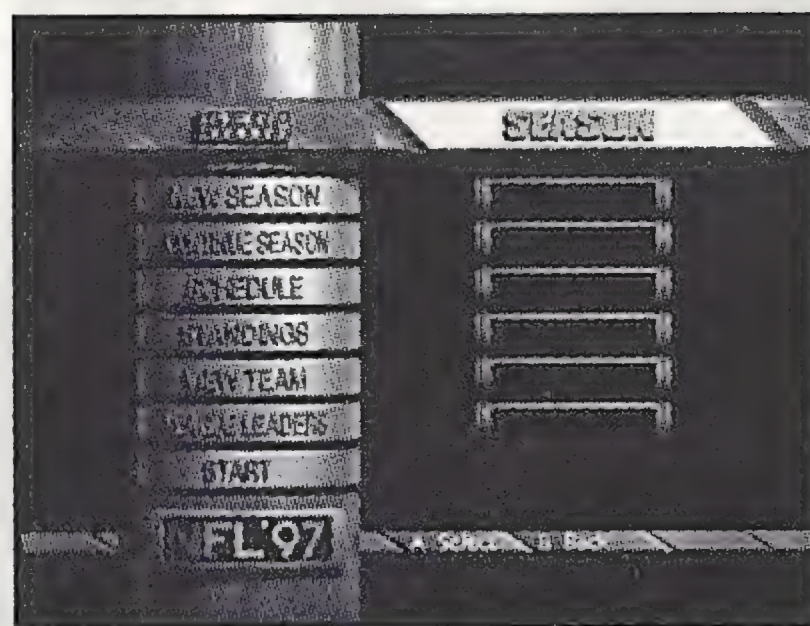
You can view the team and individual player stats at any time prior to or during the game. Operate this menu as you would when choosing a team.



Once you've selected a team you will be presented with the Stats Menu. To operate, press the D-Pad LEFT or RIGHT to choose a team. Press the D-Pad UP or DOWN to view Team and Player Stats, the Team Schedule, Team Playbook, and the Substitutions menu. To make a selection, press the A Button. Press the B Button to return to a previous screen or menu.

SEASON

Get ready for a full season, a 8-game or 4-game season, or go straight to the Playoffs. Your goal: the Super Bowl. But first you've got to put up some Ws against the NFL's best.



On the Season Menu you can select from the following options:

Play Game

Choose this to continue play on a season in progress.

New Season

Choose this to begin a new season of play. First select your team, then choose the season length (Full, 8-game, 4-game, or Playoffs), and select the Difficulty setting.

Load Season

View all of the saved seasons on the backup memory.

View Team

Lets you view the team stats, player stats, Playbook, etc.

Standings

View the league standings in full.

NFL Schedule

Preview this season's entire schedule, team-by-team.

League Leaders

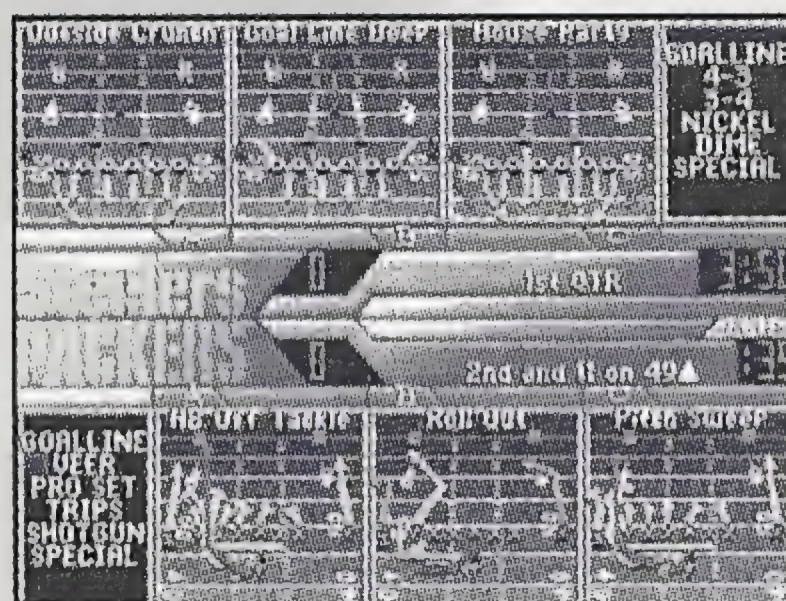
Take a peek at the league's current overall Team Stats, and Passing, Rushing, Receiving, Kicking, Punting, and Kick Return stats.

Exit Season

Select this to return to the Game Menu screen.

PLAY EDIT

This is where you establish yourself as a coach in the NFL. Here you can design any offensive play. The following is a briefing on how to draw your own plays.



Creating New Plays & Editing Old Plays

First you must choose your play type: run or pass play. The following is operation instructions for designing your own plays, or editing plays currently contained in your Playbook.

Running Plays

- 1) You have 15 different offensive formations to start with. To make a selection, toggle the D-Pad LEFT or RIGHT.
- 2) Next you must choose the ball carrier. Press the A Button to choose a player.
- 3) Once you have chosen a player, you can program the direction you would like that player to run. To cycle through the various motions, press the D-Pad LEFT or RIGHT.
- 4) Repeat above procedure with all other offensive players until all have been programmed.

5) Once all players have been assigned their respective routes, press the A Button again and you will be presented with the Name Play Screen. Here you can enter the name of the play using the D-Pad. Select a letter by pressing the A Button. To enter your entire selection choose "END."

6) You can now save the play and enter it in your play book by pressing the A Button. To place any new play in your play book for the next game, select it from the current play list and press the A Button.

Passing Plays

1) You have 15 different offensive formations to start with. To make a selection, toggle the D-Pad LEFT or RIGHT.

2) Next you must choose the path for both the quarter-back and wide receivers.

3) Choose between three "Y" receivers who you want to be the default receiver.

4) Choose route for default "Y" receiver.

5) Choose route for other "Y" receivers.

6) Choose route for offensive line.

7) Once all players have been assigned their respective routes, press the A Button again and you will be presented with the Name Play Screen. Here you can enter the name of the play using the D-Pad. Select a letter by pressing the A Button. To enter your entire selection choose "END."

8) You can now save the play and enter it in your play book by pressing the A Button. To place any new play in your play book for the next game, select it from the current play list and press the A Button.

Edit Old Plays

To edit an existing play, first choose one from your Playbook and follow the directions described in Creating New Plays on page 16.

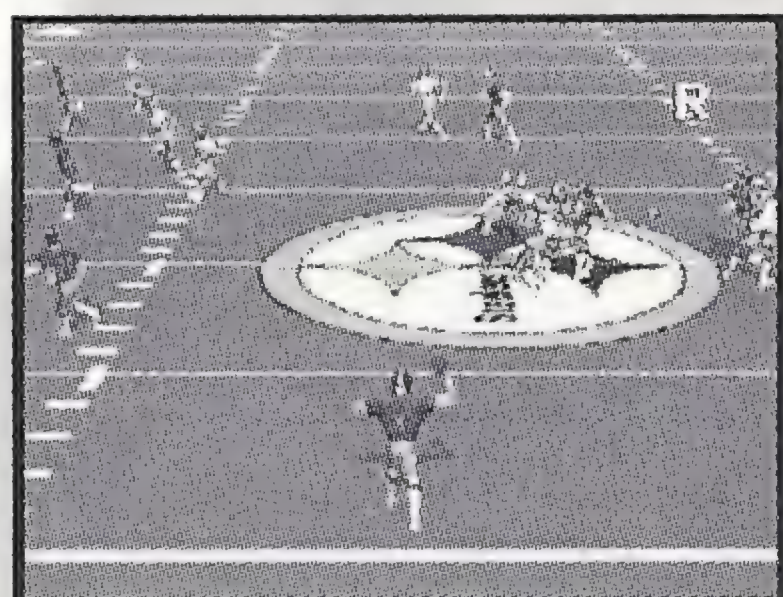
PAUSE MENU

At any time during gameplay you can call up the Pause Menu by pressing the START Button. To make a selection, highlight an option using the D-Pad and press the A Button.

The following selections appear on the Pause Menu:

Instant Replay

Takes you directly to the Instant Replay Operation Menu.
(See page 8).

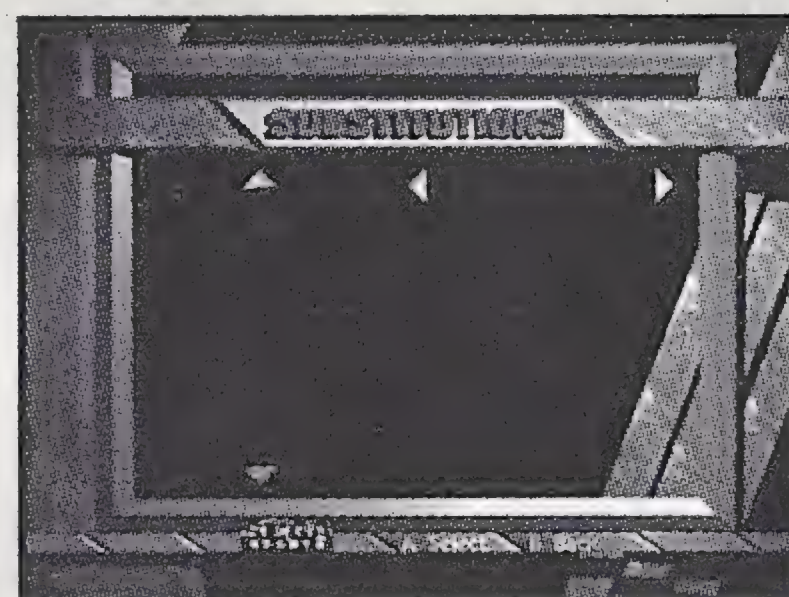


Time Out

You have three time outs per half (two during overtime). Use them wisely.

Substitutions

Takes you directly to the Substitutions Operation Menu.



Team Stats

Select to get an overall performance evaluation on your squad.

Player Stats

Select to get a detailed performance evaluation on each player on your roster. To operate, press the D-Pad UP/DOWN to scroll through the roster.

Press the D-Pad LEFT/RIGHT to toggle between each players current stats, and his abilities chart.

Press the B Button to return to the Pause Menu.

Set Audibles

Choose this to preset your game audibles, or plays you can call from the line of scrimmage. You have three possible audibles to choose from. You can reprogram your audibles at any time during the game.

To program audibles, select plays within the play set by pressing the D-Pad LEFT/RIGHT to cycle through the play sets ("Special" not included). Press the D-Pad UP/DOWN to highlight a play in the play column. Press the A, B or C Button to assign the highlighted play to that button.

Camera

Lets you view the game in the following camera angles: Quarterback, Sideline High, Sideline Low, Corner High, Corner Low.

The player on offense can also adjust the camera height, tilt, and zoom before snapping the ball. Your own settings will be saved for the following plays until the ball is turned over to the defense.

Options

Takes you to directly to the Game Options Menu.

Quit Game

Aborts the game.

Continue

Select to resume gameplay.

HALFTIME STATS

During halftime you can review each team's overall and individual stats and skill rating. To operate, highlight the player and you will see his skill rating. Press the D-Pad LEFT or RIGHT to view that player's overall stats for the season, and current stats for today's game.

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NOTES

A faint, grayscale image of a person's face, possibly a woman, centered on a background of horizontal lines. The face is partially obscured by the lines and appears to be a watermark or a very light print. The person has dark hair and is looking slightly to the right. The overall image is in black and white, with the background lines being a light gray color.

NOTES

A grayscale image of a person's face, heavily obscured by horizontal black lines, suggesting a heavily censored or redacted document. The face is centered in the upper half of the frame, with the eyes, nose, and mouth visible through the gaps in the lines. The background is a light, textured gray.

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DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

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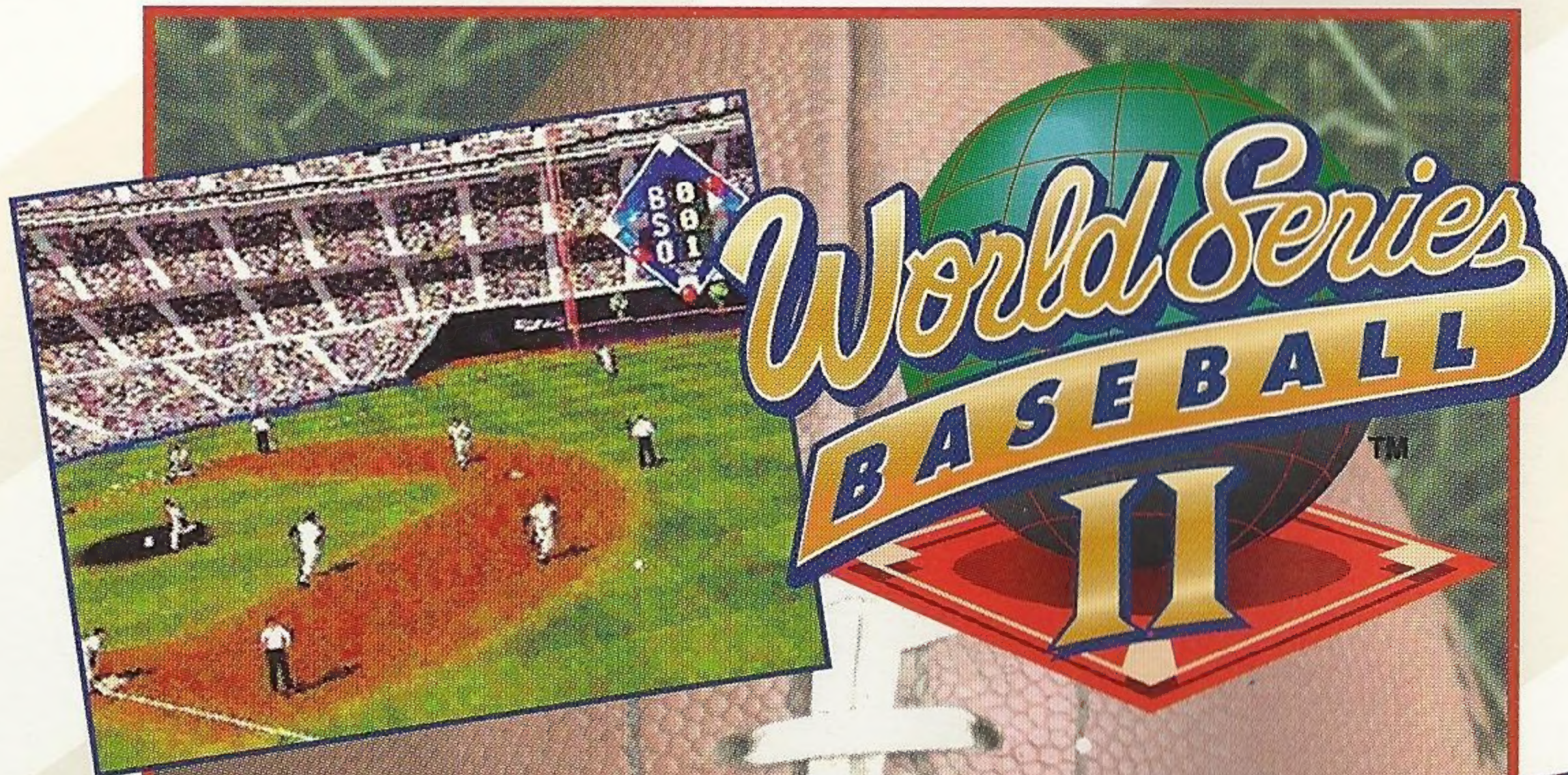
If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

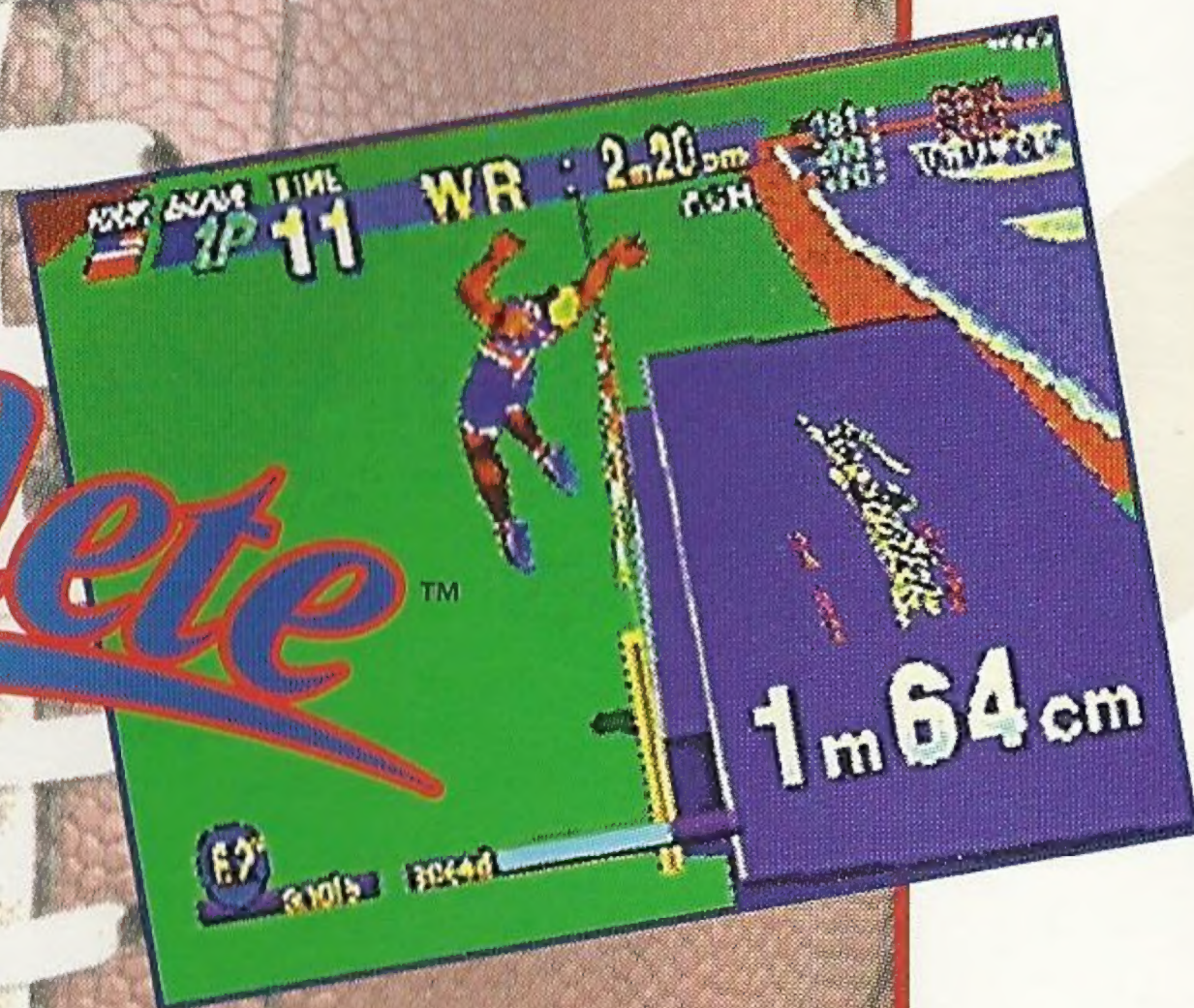
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WE SWEAT THE DETAILS!



Decathlete



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